

PROGRAMS

COMMODORE 64

Hi-Res CLS

By David Lovatt

This short machine code routine will clear the high resolution screen, and set up the colours by POKEing the appropriate numbers into the screen location (1024-2023). To set the colours, POKE 49184 with 16 x foreground colour + background colour

You can change the screen colours without clearing the screen by using SYS 49175. SYS 49152 will clear the screen and set up the new colours.

```
10 rem hires screen cls
20 rem (c) d.lovatt 1983
30 :
40 for a=49152 to 49200:read a$:for b=1 to 2:c(b)=0:if mid$(a$,b,1)="" then c(b)=7
50 next:d=16*(asc(a$)-c(1))+asc(right$(a$,1))-c(2)-816:poke a,d:next
60 :
70 data 9,20,85,fc,a9,00,85,fb,a0,00,91,fb,c8,d0,fb,e6,fc,a2,40,e4,fc
80 data d0,f1,a9,04,85,fc,a9,00,85,fb,a9,00,a0,00,91,fb,c8,d0,fb,e6,fc
90 data a2,08,e4,fc,d0,f1,60
100 :
110 poke 53280,0:poke 53272,peek(53272)or 8:poke 53265,peek(53265)or 32
120 base=8192:poke 49184,16:sys 49152
130 :
140 rem rest of program ...
```

VZ-200

Enlarged characters

By John ten Velde

This program allows the user to create a "notice board" containing a message in enlarged characters. It could be used for advertising purposes or as a teaching aid.

The program consists of three main parts: the character information section (lines 33 to 90); the input section which allows the user to enter a message of up to 5 lines of 15 characters (lines 100 to 290); and the output section which displays the message on the screen.

In the character information section,

each character is defined by a 27-digit code which represents the pixels to be turned on in a 7 x 9 pixel grid. The 27 digits are made up of nine three-digit groups, each group representing one line of the character in binary form. The character information can be altered to produce characters chosen by the user if required.

```
4 '00000000000000000000000000000000
5 '000 ENLARGED CHARACTERS 000
6 '00000000000000000000000000000000
7 REM
10 POKE 30744,1:CLR 1500:DIM A$(90):CLS
20 DIM B(15,5)
33 A$(33)="00000000000000000000000000000000"
42 A$(42)="073073042028127028042073073"
48 A$(48)="028034065065065065065065065065065"
49 A$(49)="008024008008008008008008008008008"
50 A$(50)="028034065065065065065065065065065"
51 A$(51)="028034065065065065065065065065065"
52 A$(52)="004012020036127004004004004004004"
53 A$(53)="127064064064124002001002124"
54 A$(54)="028034065065065065065065065065065"
55 A$(55)="127001002004008016032064064"
56 A$(56)="028034065065065065065065065065065"
57 A$(57)="028034065065065065065065065065065"
58 A$(58)="000000028028000028028000000000000"
59 A$(59)="000000028028000028028012024"
60 A$(60)="008020034065127065065065065065065"
61 A$(61)="124066065066124066065066124"
62 A$(62)="028034065065065065065065065065065"
63 A$(63)="124066065065065065065065065065065"
64 A$(64)="127064064064124064064064127"
65 A$(65)="127064064064124064064064127"
66 A$(66)="028034065065065065065065065065065"
67 A$(67)="028034065065065065065065065065065"
68 A$(68)="124066065065065065065065065065065"
69 A$(69)="127064064064124064064064127"
70 A$(70)="127064064064124064064064127"
71 A$(71)="028034065065065065065065065065065"
72 A$(72)="065065065065127065065065065065065"
73 A$(73)="02800000000000000000000000000000"
74 A$(74)="001001001001001001001001001001001"
75 A$(75)="065066066066066066066066066066066"
76 A$(76)="064064064064064064064064064064064"
77 A$(77)="065099090909090909090909090909090"
78 A$(78)="065099090909090909090909090909090"
79 A$(79)="028034065065065065065065065065065"
80 A$(80)="124066065066124064064064064064064"
81 A$(81)="028034065065065065065065065065065"
82 A$(82)="124066065066124072073066066"
83 A$(83)="028034065065065065065065065065065"
84 A$(84)="12700000000000000000000000000000"
85 A$(85)="065065065065065065065065065065065"
86 A$(86)="065065065065065065065065065065065"
87 A$(87)="065065065065065065065065065065065"
88 A$(88)="065065065065065065065065065065065"
89 A$(89)="065065065065065065065065065065065"
90 A$(90)="127001002004008016032064127"
100 FOR X=28807 TO 28823:POKE X,96:NEXT
120 FOR X=28839 TO 28967:STEP 32:POKE X,96
130 NEXT
140 FOR X=28855 TO 28983:STEP 32:POKE X,96
150 NEXT
160 FOR X=28999 TO 29015:POKE X,96:NEXT
180 FOR Y=168 TO 296:STEP 32
190 FOR X=0 TO 14
200 A$=INKEY$:A$=INKEY$
210 IF A$="" THEN 200
220 PRINT$(Y+X),A$
225 IF INKEY$<>"" THEN 225
230 NEXT X
240 IF INKEY$<>"" THEN 240 ELSE NEXT Y
250 FOR Y=0 TO 4
260 FOR X=0 TO 14
270 B(X,Y)=PEEK((901+Y)*32+8+X)
280 NEXT X
290 NEXT Y
300 MODE (1)
500 FOR Y=0 TO 4
510 FOR X=0 TO 14
520 B = B(X,Y)
550 IF B(32) THEN B=B+64
560 IF B=32 THEN 660
570 B=A$(B)
580 FOR Y0=0 TO 8
590 A=VAL(MID$(B$(Y0+1)*3-2,3))
600 FOR N=6 TO 0:STEP -1
610 M=2^N
620 IF A=M THEN SET(X*8+6-N,Y*11+Y0):A=A-M
630 NEXT N
640 NEXT Y0
660 NEXT X
670 NEXT Y
680 T$=INKEY$:T$=INKEY$
690 IF T$="" THEN 680
700 IF C=2 THEN C=3 ELSE C=2
710 COLOR C
720 GOTO 500
```

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